

VIRTUAL BOY™

VUE-VIMJ-JPN
INSTRUCTION BOOKLET

インスマウスの館

MANSION OF
INSMOUSE

I'MAX



USAGE NOTES

Thank you very much for purchasing I'MAX Corp.'s Virtual Boy exclusive-use cartridge "Mansion of Insmouse."

Please read the separate "Precautions Booklet" first. Next, make each adjustment by following the instructions of this "Instruction Booklet." Please regularly use this product with the proper use method.

Furthermore, please keep the "Precautions Booklet" and this "Instruction Booklet" in a safe place.

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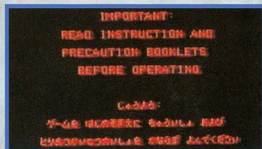
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Attention

BEFORE STARTING THE GAME

Please be sure to make the following adjustments before you start the game.

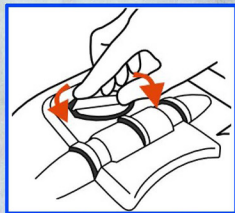
- Please insert the cartridge properly into the main body of the Virtual Boy. After inserting the cartridge, turn the POWER switch located on the front of the controller to the ON position; after a little while, the screen at right will appear.
- When the START button is pressed, it changes to the "Interpupillary Distance Adjustment Screen." Each adjustment can be made while looking at this screen.



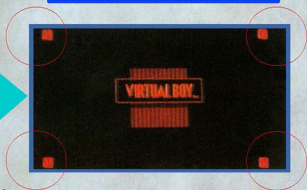
■IPD ADJUSTMENT

This is the adjustment that adjusts the display inside the Virtual Boy to the width between the player's left and right eyes.

While looking at the adjustment screen, please turn the "IPD Adjustment Dial" located on top of the main body until you can see a mark in all 4 corners of the screen.



Please adjust it so that you can see a mark in each of the 4 corners, like this:



※ In some cases, all 4 marks may not be visible. If 3 are visible, then it won't interfere with the game.
For other adjustments, please read the instruction manual of the Virtual Boy itself.

Attention

BEFORE STARTING THE GAME

■ ABOUT THE AUTOMATIC PAUSE FUNCTION

- For the eye health of the player, all Virtual Boy exclusive-use cartridges have an "Automatic Pause Function," which automatically pauses the game after a reasonable amount of time.
- After finishing the adjustment in the adjustment screen, press the START button to switch to the screen at right. Select ON or OFF for the "Automatic Pause Function" with left or right on the left control pad. When you press the START button, a demo begins. If you press it again, the title screen appears.



In "Mansion of Insmouse," after the power is turned on, the Automatic Pause Function activates every 20 minutes, which pauses (suspends) the game. Please take a reasonable break and rest your eyes and body. When the START button is pressed, the game can be resumed.

AUTO PAUSE

けんこうのため、しばしばのきゅうとくを
おすすめていたします。

ゲームにも時々、休息は、スタート
ボタンをおしてくださいます。

Story

THE STORY OF "MANSION OF INSMOUSE"

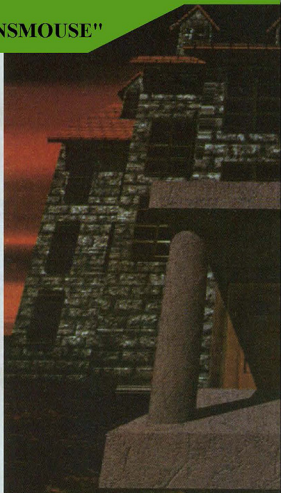
In 1922, in a certain rural town in Massachusetts, there was a forest called "The Forest of the Dead," and even the local people did not go near its outskirts. Deep inside this forest, this story begins with a lone man entering into a certain mansion.

"At last... I found it...."

The man was gazing at a book with an exhausted look. This man's occupation was a humble detective. One day, a large-sum request had been brought to him.... It was that he was to go to a certain mansion and take back a book. That task was now on the verge of nearing its end. However, the man thought to himself, "What on earth kind of book would give such a hefty reward...?" Wiping that which was attached to the skin cover with his hand, he read the letters that were written in Greek.

"Necronomicon...!"

There, it was written: "Beauty, wealth, and honor shall be brought about by the spell... For this reason, people try to obtain the 'Book of the Dead,' just like butterflies that flock to the nectar of flowers...."





"I see. Now it makes sense.... I gotta get an added bonus for this."

The man, lured by curiosity, opened the book. In an instant, there was distortion, which could have taken forever. When the man regained consciousness, the inside of the mansion had drastically changed. Similar to a Mobius strip, it seemed like there was no end to the corridors. The man began walking in search of an exit. At that time, a voice not of this world resounded inside the mansion. And then, even strange footsteps.... Thump... Thump... Thump... The sound of footsteps was coming closer. The man grasped his revolver gun and quieted his breath. And then, something appeared in front of the man....

"Aaahhh...!"

The man ran away screaming. What emerged from the darkness was no doubt an Insmouse monster, which has been handed down in dark mythology. The man continued to run while his legs tangled in fear. However, at this time, the man did not know: that this mansion exists in the gap between dimensions... and that after entering into this mansion, the sense of headaches with no sign of subsiding and the end road of one who has been seen in "Insmouse" begin... and also that it is said that "The Key of Dagon" can open the door to life, which was barely remaining....

Let's Play

CONTROLLER FUNCTIONS

L Trigger Button

(Located in the back.)

- Press it to load the bullets.
(If you don't have 0 bullets in the gun, it cannot be reloaded.)
- You can also use it to delete a letter that you entered in the PASSWORD Input Screen.

L Control Pad

- ↑: Use to move forward.
- ↓: Use to move backward.
- →: Use to face to the right.
- ←: Use to face to the left.

SELECT Button

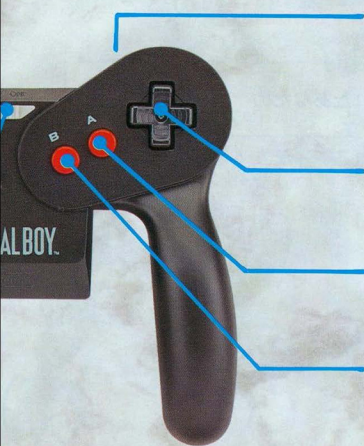
- Press it to switch over to the full map screen.

START Button

- Press it to start the game.
- Press it to cancel the automatic pause.

Power Switch





R Trigger Button

(Located in the back.)

- Press it to fire the gun.
- Use it to enter a letter in the PASSWORD Input Screen.

R Control Pad

- Use to move the gun-sight.

A Button

- This is used in special operations.

B Button

- This is used in special operations.

※For Special Operations, see page 22.

Let's Play

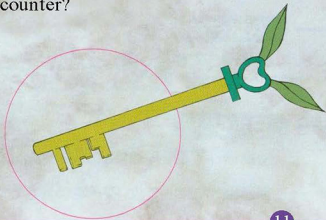
THIS IS "MANSION OF INSMOUSE"

■PLAYER'S GOAL

You've been locked up inside the "Mansion of Insmouse."

Your goal is to escape safely from the mansion. To do this, you must obtain the item called "The Key of Dagon."

In this mansion, what kinds of "horror" will you encounter?



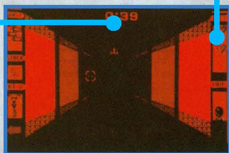
■GAME RULES

In this game, it becomes "Game Over" in the following cases.

When the "Time Limit" is exceeded.
When the "Life" number becomes 0.

"Life"

The full state is 5 ♥ pieces.
Negligence is taboo...!

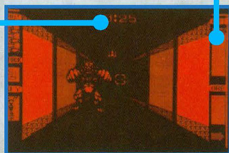


"Time Limit"

Is there still time to think
about conquering the floor?

"Life"

Only one ♥ left. Watch out
for a monster's attack!!



"Time Limit"

Only a little time left until 0:00.
Faster, faster...!!

How to Play

THIS IS "MANSION OF INSMOUSE"

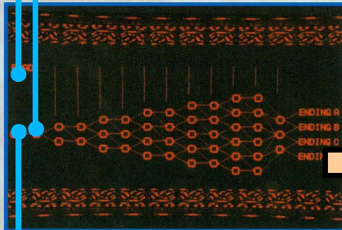
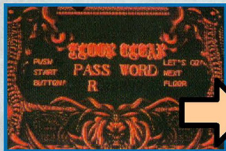
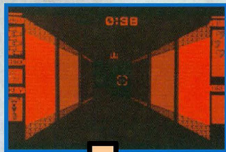
■GAME FLOW

When you turn on the power, Screen 1 will appear.

If you keep pressing the START button, the title screen will be displayed.

1





To the
Next Floor



The password of the floor that you conquered
 ※ Passwords received may vary, depending on the conquering times.

The floor to conquer
 (It is flashing.)

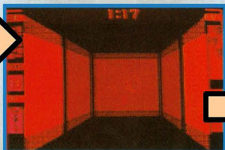
The floor that you conquered

How to Play

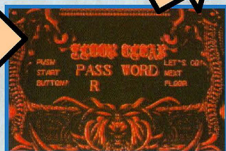
HOW TO PLAY THE GAME

■STARTING THE GAME

- If you want to start a new game, please choose "NEW GAME."

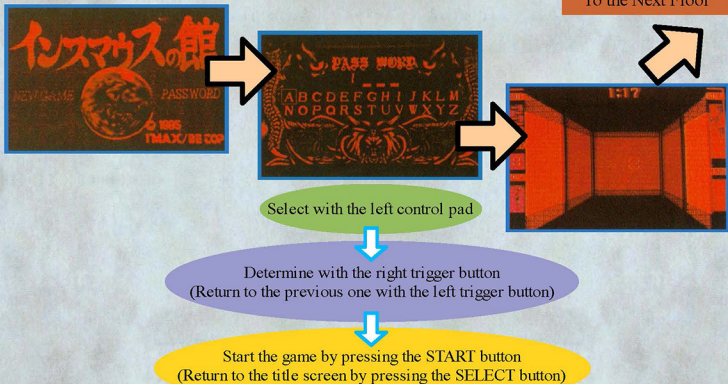


To the Intended Floor



※ Once the START button is pressed, the password cannot be confirmed again. Thus, leave a note behind in the Memo section or the like.

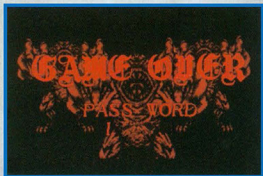
- If you want to continue a previous game, after choosing "PASSWORD," please enter the letters.



HOW TO PLAY THE GAME

■ABOUT GAME OVER

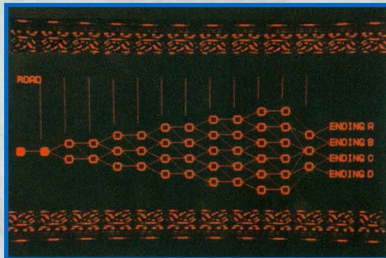
- When it's Game Over, the password of the floor currently in conquest will be displayed, and then it will return to the title screen.



- ※ The password that is displayed is the one of the floor where it became Game Over. Now, once you enter a different password, the password of the floor where it previously became Game Over will no longer be displayed.

■ABOUT THE MULTIPLE ENDINGS

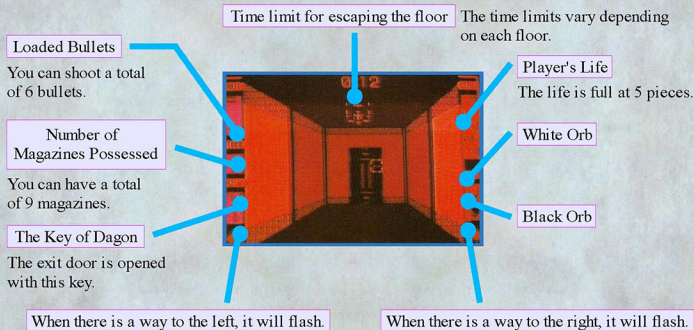
- In "Mansion of Insmouse," the ending of the game varies depending on the player's conquering time. So, what kind of ending will you experience...?



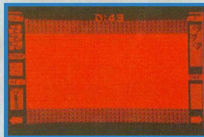
How to Play

HOW TO PLAY THE GAME

■HOW TO OPERATE IN THE PLAY SCREEN



PLAYER'S CHANGE IN DIRECTION

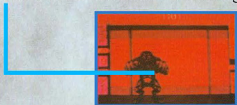


※ The change in direction changes by 90 degrees at a time.

In the case where a player retreats, the player steps back while facing forward.

USING THE GUN

Aim at an Insmouse monster with the right control pad...



Fire with R Trigger!!

Warning!
Insmouse
monsters
resurrect!

How to Play

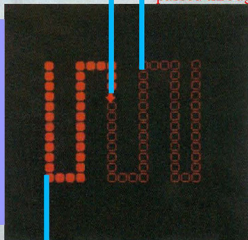
HOW TO PLAY THE GAME

■AUTO-MAPPING FUNCTION (FULL MAP) SCREEN

- Player's position and direction
- Hallway that the player hasn't passed through

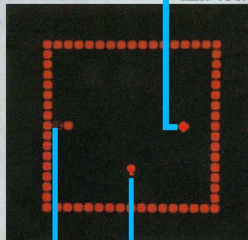
- Location of an item
(You don't know what kind of item is there.)

When you obtain the White Orb, all ways will be displayed, as shown in the left screen.



- Hallway that the player has passed through

When you obtain the Black Orb, all items will be displayed, as shown in the right screen.



- Door
- Location of the key

※ Regarding the exit door, if you don't get both the White Orb and the Black Orb, it won't be displayed on the screen.

■ABOUT THE SPECIAL OPERATION METHODS

- When you press the A & B buttons simultaneously at the full map screen, the "IPD/Focus Adjustment Screen" is displayed. Then, when you press the START button, it returns to the original.
- Simultaneously pressing the left and right triggers, the SELECT button, the START button, and the A and B buttons takes the place of the reset button.

※For password selection/input, please refer to page 16.

ADVICE

ADVICE

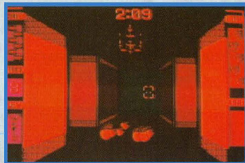
■ONE-POINT ADVICE

In "Mansion of Insmouse," in addition to the Insmouse monsters, there are various mechanisms. Let's introduce some of them.

When a Wall Crumbles Down

While exploring the mansion, a wall might crumble down. You'll be momentarily stuck, and there will be an Insmouse monster in there.

Unexpectedly, an attack of an Insmouse monster...!



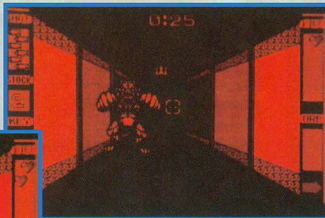
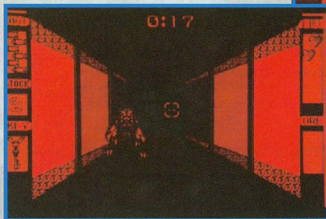
Insmouse Monsters Come Back...!

Insmouse monsters are immortal creatures. If you only attack them, you'll run out of bullets and eventually be defeated. Therefore, one way to escape the monsters is by luring them, by paying attention to their footsteps and roars, etc. Try thinking of various strategies on your own.

Trying to Find Your Own "Method of Attack"

There are several types of Insmouse monsters. The number of bullets it takes to defeat them varies depending on the type. Let's learn the Insmouse monsters' characteristics and consider a method of attack.

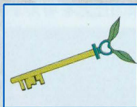
Case 1) A monster can be defeated more quickly if it comes closer...!?



Case 2) A monster is stronger if you shoot from a little further away!!

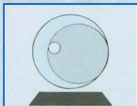
■ABOUT THE ITEMS

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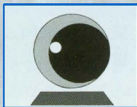
●The Key of Dragon

There is one on each floor. It is the item needed to open the exit door.



●White Orb

There is one on each floor. When you get it and switch to the full map screen, you can then look over the whole floor map.

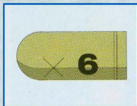


●Black Orb

There is one on each floor. When you get it and switch to the full map screen, the locations of the items and the key will be displayed.

**•Life Item**

Recovers one piece of Life of the player.
When the Life that appears on the play screen goes to zero, it's Game Over.

**•Magazine Item**

Increases the magazine stock by 1.
Please note that for each magazine, you can shoot six bullets, but if you don't have zero bullets in the gun, the stock cannot be used.

■ABOUT THE MONSTERS

Inside the mansion, the Insmouse monsters that appear in Cthulhu mythology await you. Let's introduce a few of the monsters.





MEMO

MEMO

●Please use to record passwords.



A large rectangular box with rounded corners and a black border, containing ten horizontal lines for writing.



Mansion of Insmouse

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I'MAX Corp.

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